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NES-AL-ASI

ZELDA II

The Adventure of LINK™

INSTRUCTION BOOKLET

使用説明書

Thank you for selecting the Nintendo® Entertainment System™ Zelda II-The Adventure of Link™ Pak

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

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PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

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承蒙您購買 Nintendo® Entertainment System™ Zelda II-The Adventure of Link™遊戲帶，表示衷心感謝。

爲正確使用遊戲盤，應仔細閱讀此說明書並妥善保管。

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使用注意事項

1)遊戲帶係精密裝置，須避免在極端的溫度條件下使用和保管，並不可給予強烈振動。絕對不可自行拆卸。
2)不可用手觸碰端子部，浸水也當屬禁止，否則將會造成故障。
3)不可用信那水、汽油、油精等揮發液擦拭。

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The Story of the Adventure of Link

- **At the end of a fierce fight, Link overthrew Ganon, took back the Triforce and rescued Princess Zelda.**
- **However, is it all really finished?**
- **Many seasons have passed since then.**

Hyrule was on the road to ruin. The power that the vile heart of Ganon had left behind was causing chaos and disorder in Hyrule. What's more, even after the fall of Ganon, some of his underlings remained, waiting for Ganon's return.

The key to Ganon's return was the blood of Link - the valiant lad who overthrew the King of Evil. Ganon would be revived by sacrificing Link and sprinkling his blood on the ashes of Ganon.

Meanwhile, Link remained in the little kingdom of Hyrule and lent his hand to its restoration. But circumstances did not look very good.

One day, a strange mark, exactly like the crest of the kingdom, appeared on the back of Link's hand as he approached his 16th birthday. The worried Link, went to Impa, Princess Zelda's nursemaid who was shocked and frightened when she saw the birthmark. When she regained her composure, she took Link to the North Castle.

There was a door in the North Castle called "the door that does not open." Only the descendants of the Impa family who served the king knew how to open the door. Impa took Link's left hand and pressed the back of it against the door.

There was a sound of a lock falling open, the door slowly creaked open and there on an alter in the middle of the room lay a beautiful woman.

"Here lies Princess Zelda." Impa began to speak calmly.

"Link, the time has come when I must tell you the legend of Zelda handed down in Hyrule. It is said that a long ago, when Hyrule was one country, a great ruler maintained the peace in Hyrule using the Triforce. However, the king too was a child of man and he died. Then, the prince of the kingdom should have become king and inherited everything, but he could inherit the Triforce only in part."

The Prince searched everywhere for the missing parts, but could not find them." Then, a magician close to the king brought him some unexpected news.

Before he died, the king had said something about the Triforce to only the younger sister of the prince, Princess Zelda. The prince immediately questioned the princess, but she

wouldn't tell him anything. After the prince, the magician threatened to put the princess into an eternal sleep if she did not talk, but even still, she said nothing."
In his anger, the magician tried to cast a magic spell on the princess. The surprised prince tried to stop him, but the magician fought off the prince and went on chanting the spell. Then, when the spell was finally cast, Princess Zelda fell on that spot and entered a sleep from which she might never awake. At the same time, the magician also fell down and breathed his last."
In his grief, the prince placed the princess in this room. He hoped that someday she would come back to life. So that this tragedy would never be forgotten, he ordered that every female child born into the royal household shall be given the name Zelda."
From the stand next to the alter where Princess Zelda lay in a deep sleep, Impa took six crystals and a scroll with the same crest and handed them to Link.
"For generations, my family has been handed down these things which have been set aside for a time when a great king will come. They are written in an ancient script that no-one can read now. But you who have the crest may be able to read it. It is said that the key to uniting the Triforce is hidden there. Now it is time for you to read it."

Link glanced at the scroll half in doubt, but what do you know? Although he had never seen the

letters before, he found that he could read them as if they were talking to him.
This was written on the scroll.
"You who'll control the Triforce of the future. I shall hand down to you the secrets of the Triforce. There are three kinds of Triforce — Power, Wisdom, and Courage. When these three are brought together, the Triforce will show its maximum power. Of the three, I have left Power and Wisdom in the kingdom. But the Triforce Courage I have hidden for a reason.

Not everybody can use the Triforce. It requires a strong character with no evil thoughts. But an inborn special quality is also necessary. Unfortunately, I have not found such a person during my lifetime."
Therefore, I have decided to cast a spell on all of Hyrule. A crest will appear on a young man with that character who has been brought up correctly, has gained many kinds of experiences and reached a certain age. But, what will happen if someone else uses the Triforce before then? If it misused, it will produce many evils."
"The Triforce of Courage is hidden in the Great Palace in the Valley of Death on the largest island in Hyrule. However, to enter there you must first fight the guardians and undo the "binding force" When you have defeated the guardians, which I made to prevent enemies from invading the six palaces in Hyrule, set a crystal in the

forehead of the statue you find. When you have set crystals in all of the statues in the six palaces, the "binding force" placed on the Valley of Death will be removed and you will be able to enter the great palace. There, you must fight the last guardian. And you can obtain the Triforce only by defeating that guardian.
There's nothing to fear. You are the one to get the Triforce. You are the beacon of hope for Hyrule."
Impa implored Link, who raised his head slowly after reading the scroll.

"The magic spell cast upon Princess Zelda will sure to be broken if the Triforce is used.
Please, Link. Unite the Triforce and save the princess. And bring back peace to Hyrule."
Link nodded silently in approval, and left the room after taking a long glance at the altar.
Then, with a magical sword in his left hand and a magical shield in his right, he set off alone on his long travels.
At that time, Ganon's underlings were calling up new allies from the Underworld, and were beginning to work devilishly towards the revival of Ganon.

林古冒險記情節梗概

- 林古和格農經過激烈戰鬥，終於打倒了格農，取回了特萊佛斯，救出了澤爾達公主。
- 可是，眞的是一切都結束了嗎?
- 星移月轉，不知又過去了多少歲月。

海拉魯大地變得荒凉起來。因爲格農邪惡的心中留下的力量擾亂了海拉魯的秩序。而且，格農被打倒後，他的殘部潜伏在海拉魯，等待着格農復活的機會。

格農復活的關鍵是要有打到格農的勇士—林古的血。若奪走林古的生命，把林古的血撒在已成灰的格農身上，格農就能復活。

林古留在這小王國，爲海拉魯的復興獻出着力量，但狀況並無轉機。

有一天，迎來了十六歲生日的林古的左手指甲上不可思議地長出了一個黑痣。那個黑痣的形狀就像王國的國徽一樣。林古很擔心，就去找澤爾達的乳母印帕。印帕一看黑痣，頓時驚慌失措，稍冷靜下來後就領着林古向北城走去。

北城中有一扇不開的大門，祇有繼承代代在王家服伺的印帕家系的人才知道開門的方法。印帕握住林古的左手，用左手指甲觸碰了那扇大門。

於是，奇跡出現了：門鎖開了，接着，大門也沉重緩慢地開了。門開處，在房間中央有一座很大祭壇，一位美麗的女性橫臥在上面。

「她就是第一代澤爾達公主。」

印帕用鎮靜的口吻開始了她的叙述。

「林古呀，看來是到了要向你講流傳在海拉魯的『澤爾達的傳說』的時候啦。

很久以前，當海拉魯還是一個國家時，偉大的國王使用特萊佛斯，維持着海拉魯的秩序。可是，國王也是人之子，最後壽命用盡，與世長辭了。以後，王子當了國王，繼承了老國王的所有事業和財產，唯有繼承的特萊佛斯卻數目不足。

王子找遍了所有的地方，到底也沒有找到所缺少的那一部分。

這時，國王身邊的魔術師帶來了一個意想不到的消息。

「據魔術師講，國王臨終前，對王子的妹妹第一代澤爾達公主講了有關特萊佛斯的什麼話。王子聽後，馬上去問澤爾達公主，可是公主卻閉口不言。魔術師看到王子問不出來，就恐喝公主說：要不講出來，我就施魔法讓你永遠深睡不醒。即使這樣，公主仍然不講。

魔術師氣急敗壞，眞的施起魔法來，王子大吃一驚，慌忙阻止，但魔術師卻推開王子，繼續施法唸咒。當念完了全部咒文，澤爾達公主當即倒地，進入了再也不能醒的夢鄉。魔術師也當場倒地，一命嗚呼。」

「王子極爲悲痛，就把澤爾達公主放在這個房間裡，祈願她能甦醒過來。

而且，爲了不忘記這一悲劇，下命代代王家所生女子均取名爲『澤爾達』。」

講到這裡，印帕從澤爾達公主睡的祭壇橫台上取下來有同樣國徽的一卷東西和六個小水晶，遞到了林古的手中。

「林古呀，這些是偉大的國王爲時機到來時準備的東西，由我們一族代代相傳下來的。上面寫着古文字，現在沒有人認識，但如果帶有國徽的人一定能認識。這上面記載着能使特萊佛斯完整的辦法。好了，快讀一讀」。

林古半信半疑，打開那卷東西，用眼掃了

一下上面的古文字。這時，奇跡出現了：以前根本不認識的字，現在突然變得好像是極簡單的字，毫不費力地就能看下去了。

那卷東西上寫着這樣一段事:『後世操縱特萊佛斯的人呵，現在來告訴你特萊佛斯的秘密吧。特萊佛斯共有三個種類：力量、智慧、勇氣。把這三個特萊佛斯合在一起時，特萊佛斯就能發揮出最大限度的威力。

這三個特萊佛斯中的"力量"和"智慧"留在了王國內，可以取來，但"勇氣"被我因某種理由藏了起來。

並不是任何人都能使用特萊佛斯。能使用特萊佛斯的人不僅要心地善良、品德高尚，而且還要有天生的特殊素質。遺憾的是在我有生之年沒能找到這樣的人。』

『所以，我就在整個海拉魯大地上施了魔法，來培育有特殊素質、品德高尚的人，讓他積累各種經驗，當達到一定年齡時，身上出現國徽。

可是，如果在這之前就有另外的人使用特萊佛斯的話，後果不堪想像，使用方法錯誤的話，就會產生各種惡果。』

『"勇氣"特萊佛斯藏在海拉魯最大的島上的被稱爲"死亡谷"中的一座大神

殿裡。要想進入這座大神殿，首先必須戰勝海拉魯大地上的六座神殿的守護神，解開"結果"。這些守護神是我爲防止外敵進入神殿而做的。如果戰勝了守護神，就把水晶嵌在神殿裏面的石像額頭上。當六座神殿的全部石像都嵌入了水晶後，籠罩着"死亡谷"的"結界"就被解開，這樣就能進入大神殿了。進入大神殿後，還要和最後一個守護神戰鬥。戰勝這個守護神後，才能得到特萊佛斯。

不要膽卻，你一定能戰勝一切，得到特萊佛斯的。祈願你能成爲海拉魯的希望之光!』

讀完後，林古慢慢地揚起頭，望着遠方。這時，印帕對着林古說:「加在第一代澤爾遠公主身上的魔法也一定能用特萊佛斯解開。林古呀，求求你，找回特萊佛斯，救出澤爾達，讓和平回到海拉魯大地吧。」

林古無言地點了點頭，看了一眼祭壇後就走出了房間。

林古單身隻影踏上了旅途。他左手握着魔劍，右手拿着魔盾。

這時，也正是格農的殘部從魔界招集了新伙伴，爲使格農復活而開始活動的時候……。

The vast Hyrule is the stage for the Adventure.

There are six palaces hidden in Hyrule. Link must gain experience by fighting Ganon's underlings, and get information while visiting towns here and there. And, after defeating the guardians at the palaces of Death Valley, he must obtain the Triforce of Courage — That is Link's mission.

廣闊的海拉魯是「冒險」的舞台。

林古必須碾轉各地去尋找不知在海拉魯大大地什麼地方的六座神殿，這中間還要同潛伏各地的格農殘部戰鬥，積累經驗，還要到各個城鎮去探聽情報。最後，還要戰勝「死亡谷」的大神殿中的守護神，把"勇氣"特萊佛斯拿到手——這就是林古的使命。

•Make a New Link

After the title screen appears, press the START button to change the screen to the SELECT mode shown at the right. To start a new game, select REGISTER YOUR NAME and change to REGISTER mode at middle right.

You can create a new Link if you select letters from the bottom using the cross button and the A button (up to eight letters). If you want to change Link, you can select the Link you want by selecting the ELIMINATION MODE (shown below right).

The game will begin if the Link with the name recorded at SELECT mode is selected. In each mode, move the fairy using the SELECT button and select using the START button. When END is selected, the screen returns to the SELECT mode.

●做新的林古

出現字幕畫面後，按下起動鈕，就會轉換成左方的選擇畫面。開始新遊戲時，要選擇"名字登記"項，轉換成左中方的登記畫面。然後用十字鈕和Ⓐ按鈕從下方選擇文字，登記名字(最多八個字)，這樣就做出新的林古。

如果想換一個林古，就選擇"消除方式"（左畫面），再選擇新的林古就行。

在選擇畫面上選擇好已登記了名字的林古後，遊戲開始。在各方式畫面上用選擇鈕移動妖精。用起動鈕選擇。要是選擇"終了"，就會返回選擇畫面。

If your game ends while you are in a palace, and you select CONTINUE, your game continues from the entrance to that palace. Otherwise, you start from the beginning.

遊戲在神殿中結束時，如果選擇CONTINUE（繼續），遊戲就從神殿入口開始。其他情況就從最初開始。

Do not press the POWER or RESET switches from the time that you have saved the game up to when the select display appears. If you do this, you may lose the data.

儲存遊戲後，在出現選擇畫面之前，不能按POWER鈕和RESET鈕，否則會損傷數據。

If you are saving your game data for later play, you must keep the RESET switch pressed when turning off the power. Failure to do so may result in the loss of your stored game data.

用於下次遊戲面保管數據時，一定要先按下復原開關後再切斷電源。否則，目前爲止的數據將被消除。

The battery is used to retain the player's data for five years. However, depending on the conditions under which the game pak is kept(such as exposure to high temperatures, etc.), the life of the battery may be shortened.

遊戲盤盒內的電池用於保存遊戲中的數據，一般可保存五年。不過，如果遊戲盤盒的保管狀態不好，可縮短保存時間。因此，不可保管在高溫室內、直射陽光下和低溫處。

Link Travels Again to the Land of Hyrule
向着海拉魯大地，林古又踏上了新的旅途

The kingdom-inside the North Castle

This is the North Castle. Link's adventure is about to start. Princess Zelda continues to sleep peacefully on the altar.

王國的北城內

這是北城。林古的冒險就要從這裡開始了。祭壇上，安祥地睡着澤爾達公主。

•Link has been given three lives.

Link has been given three lives for the adventure that is about to begin. These lives are reduced by one whenever he looses a LIFE or falls in water, etc. He must treasure each and every one as he fights.

● 賦於林古三個生命

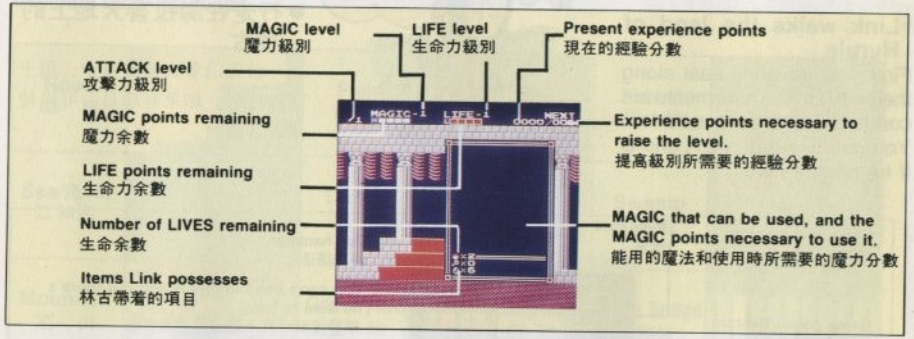
爲迎接即將到來的冒險，林古被賦於了三個生命。當生命力用盡或掉入水中等時，就要減少一個生命。所以必須認眞對得每場戰鬥。

•Let's look at Link's status before he leaves the castle.

Link has three elements of power (ATTACK, MAGIC, and LIFE), and the status of each is displayed at the top of the screen. POINTS REMAINING shows how much of those powers can be used later using Link's ability corresponding to the level for that power. When you press the START button, during horizontal play the sub screen is called up and you can check the magic and possessions that he has available.

● 出城前要點檢一下林古的狀態

林古具有三種力量因素(攻擊力、魔力、生命力)，各自的狀態顯示在畫面上部。其中的級別表示林古對這種力量的能力，余數表示這種力量還能用多久。按下起動鈕，調出輔助畫面，確認能使用的魔法和能携帶的東西。



North Castle — The Outskirts

Link has left the Castle. The journey of adventure has finally begun. You can see much of the lay of the land in Hyrule due to its clean air. You can see the figure of Link as he advances east along the path from the Castle which is surrounded by a lake. The screen when Link is moving like this is called the "land map."

北城近郊

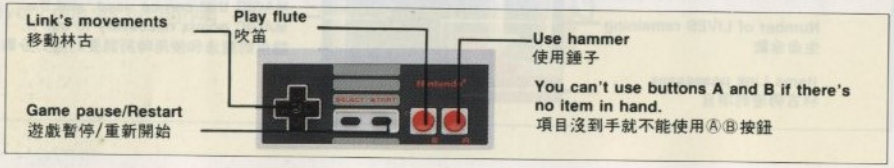
林古來到了城外。冒險就此開始。海拉魯的空氣清新，一眼能望見很遠的地形。可以看到從被湖圍繞的北城沿大道向東而走的林古的身姿。像這種林古在移動的畫面被稱爲"地面地圖"。

•Link walks the land of Hyrule

First, lets advance east along the path. Link's movements are controlled by the cross button. You can use buttons A and B if he has an item.

●行走在海拉魯大地上的林古

首先沿着大道向東走。用十字鈕控制。如果有項目，可以使用Ⓐ Ⓑ按鈕。

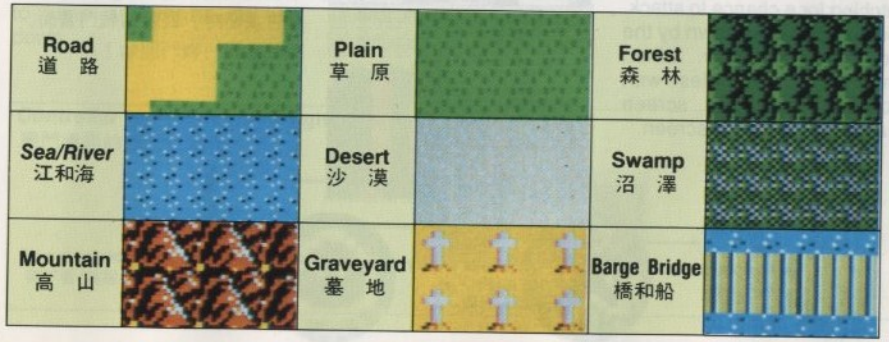


•Towns, forests, and mountains — The various land shapes in Hyrule.

Hyrule, with its abundant nature, is made up of various landscapes, mountains and forests, rivers and plains. Link can move anywhere except on water, such as rivers, and on dangerous landscapes such as mountains. He should be able to find towns, caves, and large boulders blocking roads.

●城鎮、森林、高山…海拉魯的地形複雜多樣

富饒遼闊的海拉魯大地由高山、森林、江河、草原等各種地形構成。除了江河的水面和高山等險峻地形以外，林古可以在任何地方行走。而且還能遇到城鎮、洞穴、擋道的大岩石等。



The Adventures of Link: Searching for the Third Triforce
「林古冒險記」～尋找第三個特萊佛斯

Encountering Ganon's Underlings

Oh dear! By an unexpected chance, Link has strayed from the road and entered a forest. Just then, the shadow of the enemy...
When Link walks off the road, Ganon's underlings approach watching for a chance to attack. The enemies are shown by the two symbols below. When Link's image doubles with those symbols, the screen changes to the fight screen.

同格農的殘部遭遇

「唉呀！」—林古—不留神走迷了路，進到了森林中。這時，出現了敵人的身影！

林古離開大道行走時，格農的殘部就前來粗擊。上面的兩個象征性筏號表示敵人。當符號同林古重叠時，就變爲戰鬥畫面。戰鬥畫面—戰鬥開始！

Strong enemy
強　敵

Weak enemy
弱　敵

Fight screen — the fight begins.

The basics of fighting are to inflict damage with the sword and fend off attacks with the shield. Move skillfully watching the size of the enemy and the height from which he attacks. When Link is in the stances at the right, he can fend off attacks of ○ height. When the attack comes from a height of ×, he'll be injured. If a swordsman teaches him the art of sword fighting, he'll be able to jump and thrust up and down.

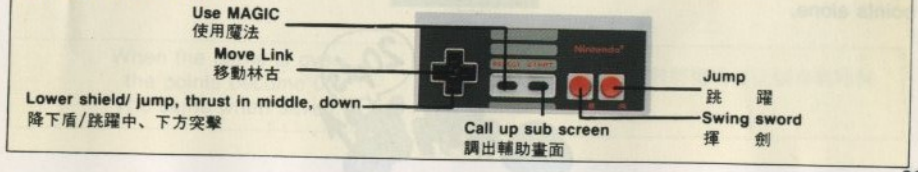
戰鬥的基本動作是用劍攻擊、用盾防守。

根據敵手的大小、進攻的高度來靈活行動。

像右圖的兩種姿勢時，可擋住○高度的攻擊，但要受到×高度的攻擊。

如果從劍俠那里學到劍技，還可以跳躍衝擊和下方突擊。

Controller operations in a fight scene
戰鬥畫面的控制盤操作



Beating the enemy and getting experience value

Bashhh! — Link has brilliantly defeated the enemy and a number has appeared after the enemy has scattered.
This number shows the points Link got for fighting the enemy. That is, it's the number which shows how much fighting experience he has gained so far. Link gets stronger by collecting these points.
The stronger the enemy the higher the number of points that can be gained, but Link might be defeated if he fights an enemy who he is no match for at the time. Know the strengths of the enemy well when you fight. Do not be mislead by points alone.

得到戰勝敵人的經驗值

林古漂亮地打倒了敵人。在散開的敵人後面出現了數字。

這個數字是林古同敵人戰鬥所得的"分數"。就是說，這是表示積累了多少戰鬥經驗的數值。積累的分數越多，林古就越強大。

打倒的敵人越強，得到的分數就越高，可是林古如果非要同很難取勝的強敵戰鬥的話，被打敗的危險也很大。所以，一定要看准敵人的強弱再決定戰鬥，不能祇爲了得分數蠻干。

•Link becomes stronger by getting more experience.

When Link collects points and reaches the NEXT point at the upper right of the fight screen, you can raise the level of the one element of the three that has reached that point. A SELECT menu, such as the one at right, will be displayed on the fight screen. Move the arrow using the cross button to the element that you have enough points to raise and press the START button to choose that one. If you want to raise the other elements first, CANCEL and fight more to gain the necessary points.

●積累了經驗的林古將變得強大

積累的分數逐漸增加，當達到戰鬥畫面右上方"NEXT"的分數時，林古的三個力量因素中的達到這個分數的因素將提高一個級別。這時如果想先提高另外一種因素的級別時，可以取消現在的因素級別的提高，繼續增加分數。在這種情況下，戰鬥畫面出現上圖那樣選擇表，用十字鈕把箭頭移到要提高級別的因素旁，然後按下起動鈕決定。不過，三個因素不能連續取消。

When the game is over, the points become 0. The same when saved.

遊戲結束時，分數將變爲 0 。儲存的時候也同樣。

•You can make Link stronger using the three elements

The three elements that link possesses can go up to level 8. When raised beyond that, you get an extra Link. So, what happens when you raise each level? .....

●用三個力量因素製作各種林古

林古所具有的三個力量因素最多可提高到8級。如果超過這個最高級別，就會增加一個林古。當提高了各個因素的級別後，會出現什麼情況呢？……

ATTACK
When you raise this level, you can inflict more damage on the enemy in an attack.

攻擊力
提高了這個級別後，一次攻擊就能給敵人很大的打擊。

MAGIC
Each time you raise this, the magic points decrease less when magic is used.

魔　力
每次提高級別後，使用魔法時的魔力分數減少量就會發生變化。

LIFE
Links defense power. The amount that life points decrease when Link is damaged gets smaller.

生命力
這是林古的防御能力，提高級別後，受到打擊時的生命力分數減少量就會很少。

Link recovers when you raise MAGIC and LIFE points. But, he must find containers somewhere to raise the maximum point values.

當魔力和生命力的級別提高後，就會恢復到原來的分數。可是，要想達到分數最高值，必須要在某個地方找到一件東西。

•The screen and the enemy are decided by the landscape where Link meets the enemy.

●同敵人相遇的地形決定畫面和敵人種類

PLAINS

Flat land with no obstacles of any kind. Fighting and escaping are both easy and you can move any way you like.

Bit (Red) Bot (Blue)
A jelly-like monster that wobbles about. Watch out! Bot jumps.

草　原

沒有任何障礙物，平坦寬闊。既利於戰鬥又便於逃走，行動自由。

比特(紅)/勃特(藍)
身體搖擺移動，像凝膠狀的怪物。勃特進攻時跳得很高很遠，要注意。

CAVE

This place is dark and stuffy compared to other landscapes. The layout of the land is very complex, with steps and holes.

Ache
A bat that lives in dark places. Usually, it hangs upside down from trees or in caves.

洞　穴

洞穴比其他地形暗，而且狹窄。既有階梯又有暗坑，地形複雜。

阿　苦
生活在暗處的蝙蝠。平常懸在樹上或洞穴頂部。

DESERT

Dry area. An insect-like monster adapted to the area lives there. There are also places where the winds are strong and small stones fly around.

Geldarm
A huge bug that stretches from the ground to the sky. You can't defeat it unless you inflict damage to its head.

Goriya
A little devil that attacks Link by using a boomerang. Fend off the boomerang with the shield. Watch out! These devils are on the plains and in the caves too.

Lowder
A beetle that slithers as it crawls. It eats up life energy. They live inside caves too.

沙　漠

氣候乾燥，要是刮起大風，一片飛沙走石。這裡有適應環境的昆蟲一類的怪物。

哥爾達姆
這是一種頭朝上立在地面的巨蟲，不打它的頭就打不倒。

谷 力 亞
用飛鏢攻擊林古的小鬼，在草原和洞穴內也能遇到。用盾牌就可以擋住飛鏢。

勞　達
在地上爬行的甲蟲，吸取生命能源，也生息在洞穴內。

FOREST

Surrounded by a thicket of trees, this place is dark with almost no light entering. Many enemies are lurking there and sometimes they attack from trees.

Molblin
A little devil that lives mainly in the forest. He attacks Link by throwing spears, but he moves slowly.

Deeler
Moves up and down by a string suspended from a tree. Blue Deelers drop down to the ground to attack Link.

Moby
Attacks Link by flying straight down out of the sky. It has very little life power, but moves quickly and is hard to defeat.

森　林

樹木蒼天，光綫弱暗，潛伏着很多敵人，有的還從樹梢上飛下攻擊。

莫力普林
這是主要生活在森林中的小鬼，用槍作武器向林古進攻，但動作緩慢。

迪　拉
從樹梢上垂下絲來，上下移動，藍迪拉還能降到地面向林古進攻。

莫　比
從上空垂直飛旋而來，攻擊林古。生命力雖然很弱，但動作迅速，難以擊落。

SWAMP

Swamp land where the ground surface is like mud. It's hard to walk here and Link will sink into the swamp.

Octorok
A type of octopus that lives above ground. They bounce and attack by spitting out rocks.

Daira
An alligator soldier that attacks with an ax. Link's shield can't fend off the ax.

GRAVEYARD

The graveyard is built on a small hill so there's a slight step. The King's grave, too, is in the center of the graveyard.

Moa
A ghost that flies over the graveyard. You can't see all of them unless you have a cross.

沼　澤

環境潮濕，滿佈泥漿，林古在上面行走時，身體下沉，難以邁步。

奧可達勞克
這是沼澤地章魚，口噴岩石攻擊林古，要注意。

戴　拉
這是鰐魚的士兵，手持利斧攻擊林古。用盾牌擋不住利斧。

墓　地

墓地建在小高崗上，有幾段台階，在這廣大的墓地中心還有國王陵墓。

莫　亞
飛轉在墓地中的幽靈。有的幽靈不拿十字架還看不到。

•If Link is defeated, Ganon will return.
"Oh, I've been done in." If Link loses all of the lives he's been given without putting up a good fight, Ganon will return and that's the end of the game. If that happens, the points return to 0 and you must start from the castle again.

•Don't be too hasty! Raise your levels.
If Ganon returns, Hyrule will fall further and further into ruin. You have to act carefully to prevent that. If you think that you are absolutely no match for an enemy, try to raise your levels.
We know how you feel. You want to go quickly to your goals, the palaces, and the lands you haven't been before, but hold back. Take it in your stride!

●林古被打倒，格農就復活

「唉呀！被打中了！」－雖然經殊死搏鬥，林古到底還是失去了所具有的全部生命後，格農復活，遊戲結束。這時，到此爲止的分數變爲0，林古要重新從北城出發。

●開始時不要急，要充分提高級別

格農一旦復活，海拉魯大地就會更加荒涼。爲了防止出現這樣的後果，必須謹慎小心地行動。如果你認爲用你的手腕絕對敵不過前面的敵人時，就應該先再努力提高一個級別。

雖然知道你要盡快到沒過去的地方和到達神殿的迫切心情，可是決不能急燥，要忍耐。

•Fend off attacks by knowing your enemy.

Even still, you have to fight enemies a little stronger or your adventure will not progress. Strong enemies not only hurl themselves, but they use a variety of objects to attack. Use the shield to fend them off and attack when there's an opening. The road to winning is knowing how the enemy moves.

●注意敵人的動靜，防備攻擊

可是，要是不同強敵戰鬥，就不能向前冒險。強敵不僅用身體來撞擊，而且還用各種武器來攻擊。林古要用盾牌敏捷地抵擋攻擊，並抓住破綻向敵人反擊。掌握敵人的動靜，就是通勝利的大道。

Watch out for things that can't be fended off with the shield.

Dodge objects which you can't fend off with a shield

要注意用盾牌抵擋不住的東西

要靈活地躲避盾牌抵擋不住的東西！

Chain hammer
鏈　錘

Axe
利　斧

Club
狼牙棒

Fireball
火　球

•Magic should only be used when you need it.

While continuing his adventure, Link can pick up and arm himself with various magic (see page 43). Magic can be used only with the points that Link has, but go ahead and use it if you think the enemy's too strong.

•A fairy recovers LIFE.

Sometimes a fairy appears along with the enemy. Link recovers his life when he touches the fairy. Fairies live in all sorts of places.

●就是這裡！這時候還必須使用魔法。

林古在冒險中，能掌握各種魔法(詳見43頁)。雖然祇能在林古現有分數內使用魔法，但一看過到的是強敵時，就要毫不猶豫地使用。

●妖精幫助林古恢復生命力

有時，林古同敵人交鋒時，會有妖精出現。妖精觸碰林古後，林古的生命力就能恢復。林古還能找到妖精住的地方。

Try another day if things don't go your way.

When things aren't going your way, don't take it to heart! After the game is over, end the game by selecting SAVE. Your possessions and level will be recorded for future play.

CAUTION: TO AVOID DAMAGING INFO SAVED, HOLD IN RESET BUTTON AS YOU TURN POWER OFF.

怎麼也不行時，那就改天再來吧。

當不能再堅持下去的時候，不要逞強，應該讓遊戲結束，然後選擇"儲存"，停止遊戲。這樣，結束之前的携帶品和分數都能保留下來。

注意：爲了不使儲存的數據消除，在切斷電源前一定要按下復原鈕。

•Arriving at the town near the castle.

If you walk along the road, you'll finally see a town. "If I ask the people of the town, they might tell me about the palaces," thought Link and he decided to drop in the town. In the row upon row of houses in the town people look busy coming and going here and there. However, they all are hoping for peace in Hyrule. There are swordsmen in some of the towns.

●到達城堡附近的城鎮

沿着大道行走，不久就看到了城鎮。林古想:「問一問鎮裡的人，也許能知道神殿的事情。另外還能休憩一下」。林古決定到那個城鎮去看看。城鎮裡住房林立，人來人往。大家都祈願着海拉魯的和平。

There are swordsmen hidden in some towns.

Learn the jump thrust and the downward thrust from those swordsmen. There are places where you can't go if you don't.

在某個城鎮裡，住着劍俠。

劍俠們隱藏在某個城鎮裡。這些劍俠能教給林古跳躍攻擊和下方突擊的方法。要是找不到劍俠，學不到武藝，就會出現危險的場面。

•You can pick up important hints in the conversations with the townsfolk.

If you press the B button when Link is close to a person walking in the town, you can speak to that person. The people in the town will listen to Link's story and give various answers.
There are all types of people. Some will give Link important hints and some will ask favors. Also, if you press the B button when Link is not near a person, you can search to see of anything is there.

●同城鎮的人們交談是重要的提示

當林古同在街道上行走的人們重疊時，按下Ⓑ按鈕，就能和他們談話。城鎮的人們聽了林古的問話後，能告訴林古很多事情。

其中，有的人提供重要的綫索，有的人幫助林古解決困難。所以，應該讓林古不斷地同各種人談話。

如果沒同人重疊時，可以按下Ⓑ按鈕，尋找一下那裡有沒有什麼東西。

•There should also be some people who will invite Link inside.

Some people will invite Link into their houses. Follow the person and go to the front of the door when entering someone's house.

Enter the house by pressing the top of the cross button when the door is opened. Even in the house, you can speak to the person and look for things by using the B button. Take care not to be shut out by mistiming this operation.

Occasionally, there are houses with the doors open from the outset. You can go in and out of these freely; go in and see. There's bound to be something there.

●還有的人把林古請到家中

有的人還會把林古請到家中。當進入那人的家中時，要跟在後面走到門前，看到門開了，就按下十字鈕進去。

進到家中後，可利用Ⓑ按鈕同人交談，並注意四周有沒有什麼東西。進門時要掌握好時機，別叫人關在外面。

有的家門本來就開着，可以自由進入，這時候一定要進去看看，裏面一定有什麼東西。

•Let's check if you've been taught magic.

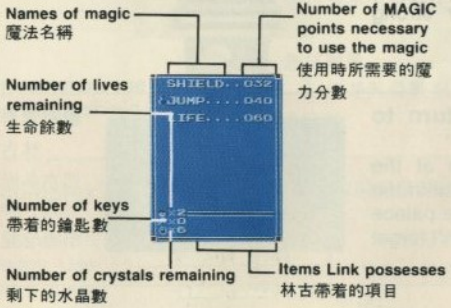
There are people in town who would like to teach you magic. Depending on the kind of magic, there are also times when they will not teach you if you have not got enough MAGIC point containers or satisfied certain conditions. You'll be able to learn at least one magic trick per town.

●對學到的魔法要確認

在城鎮中一定有人教給林古魔法。根據魔法的種類不同，當魔力分數和某種條件未得到滿足時，有時魔法就沒有人教，不過，在每個城鎮中一定能學到一種魔法。

How do you use the magic you've been taught?

You can use magic by pressing the SELECT button when in a fight scene or in town. You must select a type of magic on the sub screen before you use it. There's an explanation of the sub screen display at the right. Read it carefully.



如何使用學到的魔法?

在戰鬥時或在城鎮中，一按下選擇鈕就能使用魔法。對想使用的魔法，每次都必須調出輔助畫面選好備用。左圖是輔助畫面的顯示說明，仔細看看。

•Entering the Palace

Link obtained information in town and has finally come to the palace. He has been through a lot of fights, raised his level high enough and has been taught several types of magic in a number of towns. If you have not raised your level yet and have not been taught any magic, it may be better to withdraw once more. The palace is a ancient place that has not fallen into ruin for a long time. This means that there should be some very strong enemies in there.

●衝向神殿

林古利用在城鎮中得到的情報，終於來到了神殿前。這時，林古已身經百戰，並充分提高了等級，還在不少城鎮中學到了不少魔法，對打進神殿充滿着信心。不過，要是林古並沒有學到任何魔法，最好還是回過頭再到城鎮去一次。

神殿是多年無人攻進的聖域，可見這裡的強敵非同小可。

The palace will turn to stone.

If you find an item at the palace, place a crystal in the statue and leave. The palace changes to stone. Don't forget to take the key.

神殿變岩石

林古在神殿中取到項目，並把水晶嵌在石像上，然後走出城堡後，神殿就變成岩石。還有，不要忘記取走鑰匙。

•The inside of the palace is full of powerful enemies.

The enemies in the palace are those that were made and chosen by the King. They're abnormally strong.

Ironknuckle
An iron warrior chosen by the king. A strong enemy who can use a shield and sword. He exists in many forms.

Myu
A special slime with thorns protruding from its body. They're small so use a downward thrust.

Stalfos
A skeleton warrior that can somehow use a sword, but is poor at handling a shield.

●神殿中的敵手是老國王選做的，有非同一般的力量。

神殿中的守護者都是由老國王創造並挑選出來的，這些敵手具有非同一般的強大能力。

艾安納克

特選的鋼鐵戰士，用盾和劍作武器，很強大，有好幾種。

米　由

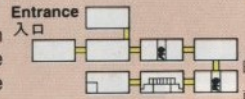
體中長刺的特殊泥質物。因爲體小，所以要下方突擊法。

思塔爾風

這是骸骨戰士，用劍很麻利，可是不會用盾。

The palace is a complex labyrinth

The palace is a labyrinth comprised of many screens. Use the diagram at the left as a guide and make a map as you proceed.



神殿是復雜的迷宮

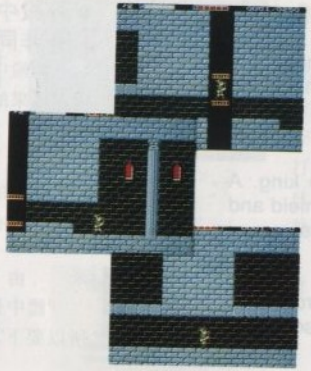
神殿是由幾個戰鬥畫面構成的迷宮。參考下圖，邊作地圖邊前進。

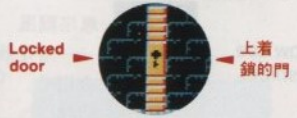
•Find the items in the palace and go to the stone statue.

In addition to the items in the palace, there are hidden items necessary for the adventure. You must not forget to not only defeat the guardians, but also obtain these items.

There are locked doors also, so search for the keys.

In fights with the main guardians of the palace, the enemy's life power is displayed at the left of the screen. It may be good to keep an eye on this during the fight.





●取走神殿中的項目

神殿中除了神像以外，還藏着冒險所需要的項目。林古不但要守護神，還不能忘記取走項目。

有的門上着鎖，所以還要找到鑰匙。

同各神殿的守護神戰鬥時，畫面左方顯示出守護神的生命力。最好參考這個生命力來同守護神戰鬥。

And then, the Great Palace

If the six crystals are placed in the stone statues, you finally enter the Great Palace. The Great Palace is so huge that it greatly exceeds what Link had imagined. Link's true heart will be tested when he defeats the last of the guardians.

After Link undoes the "binding force" of the Great Palace and enters there, you can restart from the entrance of the Great Palace if you press CONTINUE even if the game is over. Try your best!

衝向大神殿

林古把六個水晶都分別嵌在石像上後，就要向大神殿進攻了。大神殿比林古想像的要寬廣得多。當最後戰勝了守護神後，就要考驗林古的眞心了！

解開大神殿的"結界"，一進到裏面，即使遊戲結束，祇要選擇"繼續"，就可以從大神殿入口處再起動遊戲。加油!!

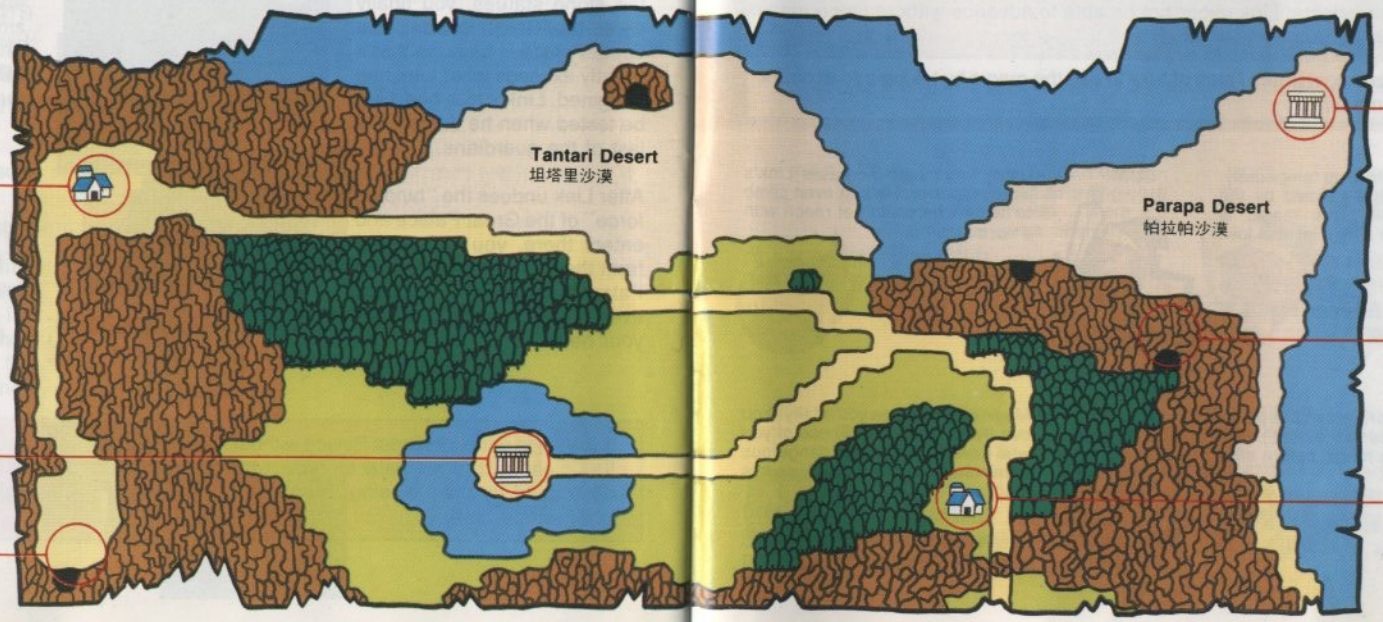
If you try to enter the Great Palace without first clearing the six palaces, you'll be obstructed by the "binding force" and you'll waste time.

六座神殿還沒有全攻破就要進入大神殿的話，會被"結界"擋住，白費時間。

Game Data and Manual for Your Adventures

Map to the first palace

爲了你的林古能完成冒險的遊戲數據和操作指南



•This is the magic that Link will learn.

There are 8 types of magic that Link will be taught here and there in the towns. Use the magic by taking into consideration the remaining magic points that Link has, the points consumed of each magic and their various effects. Link might not be able to advance without using magic. Magic wears off if the display changes to another.

You get 16 MAGIC points per container. Think of how to use the magic by taking into account the number of vessels remaining.

SHIELD 護身衣

Raises Link's life level temporarily. Reduces damage inflicted by the enemy by half. This magic is important while Link's level is low.

能暫時提高林古的生命力級別。受到敵人的攻擊時可使損傷減少一半，這在林古的級別還很低時是重要的魔法。

JUMP 跳躍

Using this magic increases Link's jumping power. He can even climb to heights he could not reach with a normal jump.

使用這個魔法能提高林古的跳躍力。能輕鬆地登上平常跳不上去的高地。

LIFE 生命力

This can recover Link's LIFE points (but only to a certain extent!). You should use this magic before all is lost.

這個魔法能使林古的生命力分數恢復到一定程度。當要堅持不下去的時候，可以使用。

FAIRY 菲利亞

Magic which makes you a fairy. You can fly by using this. Those of you who have a hard time in dangerous terrain such as cliffs should use this magic.

這是變爲妖精的魔法。使用這個魔法後能在空中飛翔。遇懸崖絕壁等險惡地形時，可以使用。

●林古能學到的魔法

在各個城鎮一共可以學到八個魔法。使用時要仔細衡量林古現有魔力餘數、各個魔法的分數消耗量以及效果。有的場合不使用魔法就不能前進。畫面轉換以前，魔法一直有效。

每個魔力級別分別有十六分魔力分數。所以，使用前要對剩餘的分數心中有數。

FIRE 火團

When this button is used you can throw a fireball while swinging a sword using B button. There are bound to be some enemies that hate this fire.

使用這個魔法時，在用Ⓑ按鈕揮劍的同時，可以投出火球。有的敵人很怕火。

SPELL 咒語

Magic to cast eerie spells. Its effect is still not fully known. It is also said that it'll make the enemy tremble in fear.

這個魔法能唸不可思議的咒語，但不知道有沒有效果，聽說有的敵人一聽咒語就顫抖。

REFLECT 回彈

A mysterious magic that can bounce back the magic cast by magicians in the palace. Usually shields only deflect a magician's magic.

在神殿中，敵人施展魔法時，利用這個魔法可以用盾牌擋住敵人的魔法後並把魔法彈回去。

THUNDER 閃電

The most powerful of the 8 magics, it can damage all of the enemies on the screen. However, Link has to be very strong in order to use it.

這是最強的魔法，可以擊中畫面上所有特定的敵人。可是林古必須先強大起來後才能使用。

•Items open the road to the Triforce

You obtain various items in the six palaces and several caves. Here, we shall introduce the special items hidden in the palaces and the other items (see pages 45 and 46). The items on page 46 are displayed on the sub screen in fight scenes. Items can be obtained by finding and striking them with the sword.

●項目能打開通往尋找特萊佛斯的大道

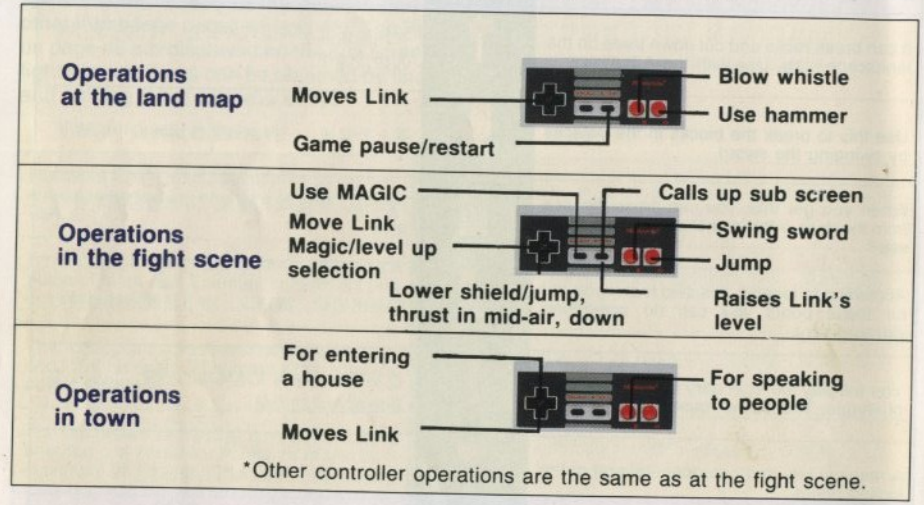
林古在六座神殿和幾個洞穴中能取到各種項目。下面介紹一下藏在神殿等中的特殊項目（46頁）和其他項目（45頁）。46頁的項目顯示在戰鬥畫面上的輔助畫面上。用劍刺中項目就能到手。

Recovers Link's magic points. These are two, a red one and a blue one. The recovery power varies.	Magic Jar 魔壺	能恢復林古的魔力分數。有紅藍兩種，恢復力不同。
A bonus which increases Link's experience points. Watch out! Enemies sometimes pop out of them tool.	Treasure Bag 寶袋	這是提高林古經驗分數的獎金，有時從敵人身上出現。
The LIFE point containers increase by one, and LIFE recovers. This means that total life power increases.	Heart Container 心瓶	能增加生命力分數的一個級別，恢復生命力，提高生命力。
The Containers for MAGIC points increase by one and are restored. Points increase by a maximum of 16.	Magic Container 魔瓶	能增加魔力分數的一個級別，恢復魔力，能使分數最大值增加十六。
Really looks like Link. Link's LIFE increases by 1 when you get hold of this.	Doll 偶人	與林古相像的偶人。得到後，可增加林古的一個生命數。

When this is obtained, places that you had not been able to see until now because of the dark are lit up.	Candle 蠟燭	得到後，可以照亮這以前看不清的黑暗地方。
It can break rocks and cut down trees on the landscape map. Use with the A button.	Hammer 錘子	在地面地圖上可以打碎岩石、伐倒樹木。用Ⓐ按鈕操作。
Use this to break the blocks in the palaces by swinging the sword.	Handy Glove 手套	戴上手套後，一揮劍就能推倒神殿中的牆壁。
When you get this, you can cross the sea from the dock. What's on the other side of the sea?	Raft 木筏	得到後，能從船上渡海。海那邊可能有什麼東西。
According to legend, it is said that if you put on these boots you can do something extraordinary.	Boots 靴子	能長出翅膀，據傳說：穿上後就能接近神仙。
You will play the legendary mysterious music of Hyrule. The sound rouses old powers.	Flute 笛子	能奏出在海拉魯大地傳播的樂聲。這個樂聲能喚醒古老的力量。
A magical key that can open several of the locked doors.	Magical Key 鑰匙	這是能打開上鎖的大門的魔鑰匙。
With its secret power, you'll be able to see enemies which you normally can't see.	Cross 十字架	具有神秘的力量，拿着十字架就能看清平常看不到的敵人身姿。

•Remember the controller operations during the game

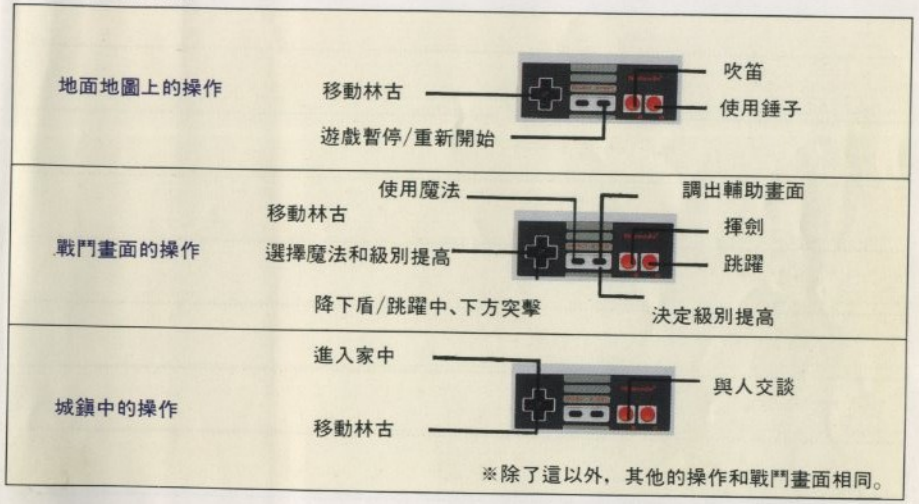
In the Adventure of Link, the controller operations vary with the screen modes. The table below gives you a summary of them. Learn them by practicing controlling Link.



*Other controller operations are the same as at the fight scene.

●記住遊戲中的控制盤操作法

在「林古冒險記」中，畫面方式不同，控制盤的操作法也不同。下表歸納了各種操作法，要在實際操作中熟練掌握！



※除了這以外，其他的操作和戰鬥畫面相同。

MEMO

MEMO